

create

Definition:

Can you generate new products, ideas or demonstrate new ways of viewing things?

Teacher will:

*facilitate *extend *reflect
*analyze *evaluate

Student will:

*design *formulate *plan
*modify *create *propose
*take risks *actively participate

Skills to be demonstrated by students:

- using old ideas to create new ones
- generalizing from given facts
- relating knowledge from several areas
- predicting, drawing conclusions

Key Words to Consider as you Develop Objectives & Questions:

- | | | | |
|-------------|-------------|----------------|-------------|
| • act | • craft | • generate | • originate |
| • adapt | • create | • give rise to | • plan |
| • assemble | • design | • hypothesize | • predict |
| • blend | • develop | • imagine | • produce |
| • build | • devise | • improve | • propose |
| • change | • discuss | • initiate | • set up |
| • coin | • elaborate | • invent | • solution |
| • compile | • estimate | • make up | • solve |
| • compose | • fashion | • maximize | • suppose |
| • conceive | • forecast | • minimize | • test |
| • concoct | • form | • modify | • theorize |
| • construct | • formulate | • organize | |

Question Stems:

Can you design a...to...?
Can you see a possible solution to...?
If you had access to all resources, how would you deal with...?
Why don't you devise your own way to...?
What would happen if...?
How many different ways can you...?
Can you create new and unusual uses for...?
Can you develop a proposal which would...?

Possible Projects/Assignments:

- Invent a machine to do a specific task.
- Design a building to house your study.
- Create a new product. Give it a name and plan a marketing campaign.
- Write about your feelings in relation to...
- Write a TV show, play, puppet show, role play, song or pantomime about...?
- Design a record, book, or magazine cover for...?
- Make up a new language code and write material using it.
- Sell an idea.
- Devise a way to...
- Compose a rhythm or put new words to a known melody.
- Produce a film about...
- Develop and design a project that...
- Plan an itinerary for a trip to...
- Design a new game that...
- Publish a newspaper that...
- Write an advertisement for...
- Create a painting or illustration that...
- Figure out a plan to increase...
- Figure out a plan to reduce...
- Figure out a plan to lower the risks of...
- Create a plan to track the data for...
- Use information from this book and create a debate. Write pros and cons.
- Write a new ending for this book.
- Design a set of test questions for this book. Include an answer/opinion sheet.
- Create a board game about the book. Describe it.
- Create an app for the book, what will buyers do with the app? How will you make it interesting and engaging?
- Design a rap, dance, mime or secret language that displays your understanding of the book.
- Create a TV or radio ad, with a jingle to show your understanding of the book.
- Write a song or nursery rhyme with the same title as your book.
- Devise an educational campaign to promote reading. Mention your book as an example for students to read.
- Create a PSA (public service announcement) with the author's message as your main message.
- Create a list of ideas from the book that are still confusing to you, that you don't understand from the book. Create a list of things that could help you to better understand when reading.
- Create a nature collage to represent scenes from your book. Write about the process and why you chose the objects you did. Include which part of the book it compliments and why.
- Design and create a set of baseball cards for the main characters in the story complete with all bio stats and important information.